22
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REDEEMER SPECIAL: THE THIRD EPISTLE
WARHAMMER 40,000 PRESENTS
THE REDEEMER™
PAT MILLS • DEBBIE GALLAGHER • WAYNE REYNOLDS

WARHAMMER MONTHLY

Oi! Baneblade! Baneblade, where are you, you miserable wretch? Ah, there you are! Why were you hiding down – hey, is that the new issue? Gimme that, you sneaky Imperial swine! Why do you always get to read this excellent tome first? Gimme that .. *[wrench!]*. That's more like it... violence... carnage... mayhem... Aha! A bit of double-dealing treachery, just what the Chaos Warrior ordered. Now, Baneblade, be a good fellow and scrounge up some field rations for me, would you? I'm just going to sit and read my comic in peace...

By the Empehon, Gutspew! *You've gone too far now! How many times have I told you, don't snotch! [snotch!] Do I have to beat it into you? [thwock] Don't [thwock!] snotch [thwock-thwock!] the [thump-thump!] comic! [thump-thwock!] Get it? You can [whop!] read this issue [thwock-thump!] after me! [kick!]*

Ugh, my head! Oh yes, that's very nice behaviour for a goody-goody Ultramarine! Come here, worm! How many times do I have to tell you *[snatch!]* you snivelling excuse for a Space Marine? *[Thwack]* The *[thwock- thump]* comic *[kick-poke-job]* is *[pinch-pull]* Mine! *[kick-stob-punch]* Mine! *[bite-scratch-chinese burn]* Mine! *[Punch-bite-scrotch-thump]*. Oh, stop pouting, you great blue buffoon! You just have to learn to treat other people's property with a bit of respect.

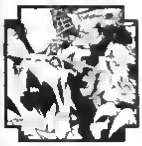
Right, that's it! *By the Throne, this connot be tolerated! Where's my bolter? Now which port..* **DAKKA! DAKKA!** *don't you...* **DAKKA! DAKKA! DAKKA!** *understond?* **DAKKA! DAKKA! DAKKA! DAKKA!** *It's my comic! Mine! Mine! Mine!* **DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA! DAKKA!**

Ermmmm.. Gutspew? Are you... olright? I must soy, thot comic does hove o heck of o lot of holes in it now Tell you whot, I'll be nice ond let you hove thot copy. Gutspew? Gutspew? I don't know There's just no pleosing some people...

THE REDEEMER, a story of heresy and damnation amongst the foul sinners of the Underhive!

✠ **Chapter Nine** – in which our beloved brothers are forced to question their very faith in the face of the mighty forces of the Ratskin heretic, the Caller!

✠ **Chapter Ten** – in which a brave and mighty warrior has risen to lead the Redemption, in the form of the unstoppable Malakev of Necromunda!



✠ **Chapter Eleven** – in which our beloved Klovis, the Redeemer, must face the foul combined powers of the Caller, Bloodmare and the Rat God – alone!

✠ **Chapter Twelve** – In which our lord, badly wounded, must face and defeat the very last of the Bloodmare's evil minions!

Praise be to the Redeemer!!

NEXT ISSUE:

THE BOYS ARE BACK IN TOWN!

GAMES WORKSHOP

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ASK BROTHER MALAKEU
the Redeemer!

✠✠✠ Letter of the Mouth ✠✠✠

• By the Emperor's Imperial boxer shorts, I take it back! I thought Warhammer Monthly couldn't get any better. Now I see it was but a veil to lull the enemies of righteousness into a stupor!

Bloodquest II has to be the best written and drawn strip I've ever seen and I've bought a few in my time. Judge Dredd, The X-men, Killer Wombats on Acid, etc. But that page of the daemon world in WHM 17 was just soul searingly fantastic! I suspect that artist Colin MacNeil may have taken a few trips into the Eye of Terror because that page looks so accurate!

As a lowly scribe in the Administratum, there are few pleasures to compare with reading the latest exploits of the Empire's heroes as they battle for imperialism and oppression in the galaxy. I look forward to reading more.

-- Scribe Nervus, via email

✠ That's an excellent rip-off about this MacNeil character. Have a sacred vestment of piety for you trouble! That foul Scottish artist must certainly be tainted. I think it's time to introduce him to the delights of my mortifier!

• I think that your comic is very good. The story lines are excellent but I think the following advice should be taken.

The Redeemer is a fool to let that deviant deacon Malakev into his crusade. Malakev doesn't wear a mask as all true followers of the redemption should. Not only that but he looks like a mutant! He is a podgy little tyke with funny ears and goofy teeth! (I would never let a thing like Malakev into my gang or crusade!)

Also, why is Klovis letting mutants live when they need to be burnt instantly? I think Klovis needs to stop wandering the ash wastes and listen to an Imperial preacher.

Lastly, I think James Schmill who wrote a letter in issue sixteen is right about having the magazine in colour but I think that only one comic strip should be in colour.

Oh and well done for getting "Best New British Comic"

-- Adam Brough, via email

✠ Blasphemy! Burn and scourge! How dare he call me a fool! A fool? ME? Be warned, scum... NO ONE is safe from the wrath of the Redemption!

• Brilliant, brilliant, brilliant. I looked at Inferno! but decided it wasn't worth the money but I think Warhammer Monthly definitely is. Please keep it black and white so the cost can be kept down. I think that black and white strips give WHM more atmosphere anyway.

Just one criticism, I think, and judging by the letters pages I'm not the only one who does, that the plots should be more in depth and less "good guy meets bad guy, gets stuck, thinks of smart move, overthrows bad guy, good guy wins". Could it be possible not to resolve a situation in one issue? I realise that this would make it harder for a new reader but surely a few lines of explanation could help solve any confusion?

You've done well with Inquisitor, the plot is very good. Darkblade is great but could use some deeper plots. Bloodquest is great and has some really nice twists. One suggestion however, how about a regular comedy script? Maybe Ork, Orc or Dark Eldar? Otherwise WHM is great!

--Dan via email

✠ This one reminds me of that snivelling toad, Malakev. Always whinging and whining about something...

• Gameblade! I myself am a collector of Blood Angel Space Marines but I am troubled, battle brother. I am a great fan and collector of WHM but am depressed because I have missed issues 9 and 10. I've tried looking for them in my local shops but they didn't have any! What am I to do?

Anyway, Bloodquest rules and so does Darkblade! I know you can't kill Gutspew properly but could you slash him with your chainsword and pump him full of bolter shells?

--Scott Pirus, Winchester Hants

✠ Ha! This is more like it... more chainsword and bolter action I say! Purge them... PURGE THEM ALL!

• By the Emperor! The Redeemer - Klovis - is a loyal ally and law keeper of Necromunda. His motto is "If it doesn't hurt, it doesn't count."

I send word to you that you should travel into the Warp to help an ally, by the name of Baneblade. An evil Chaos Warrior travels the Warp wanting to kill Baneblade. Redemption is needed or in case of an emergency kill the Chaos Warrior to let Baneblade be free to read WHM in piece.

The Redeemer is the best strip in WHM followed by Darkblade. I have every issue including the Birthday issue and as my saying goes "Ultramarines Rule!"

-- Commander Anthony Burnett, Blackpool, Lancs

• I absolutely love WHM. The concept of all fluff and no rules is great and fits it perfectly. Kev Walker's Deomonifuge will always be one of my favorite features in WHM but I don't really think that there has been anything BAD printed in it at all. I was especially pleased to hear that Kev is working on a sequel! The Reviewing two-parter and Bloodquest was pretty good. I just hope that the stories in WHM don't become too repetitive with the forces of the Imperium always winning against the insurmountable odds. To maintain good suspense, the heroes shouldn't automatically win. Yes, well, Kal Jerico doesn't count!

-- Kent Plumb, Merriam, USA

✠ Malakev! Malakev! Malakev! You snivelling toad! What were you thinking of, letting all of these miserable sinners get in here with such arrant nonsense? It'll be the number LEVIV for you later! Get out of my sight, all of you!

✠ ✠ ✠

✠ You pitiful heretics had better send you entreaties for forgiveness to me, Klovis the Redeemer, care of the mutated broad who dwell at:

Warhammer Monthly,
Games Workshop Ltd,
Willow Road, Lenton,
Nottingham, NG7 2WS, UK

Or use the power of prayer to redeem your sins via:

publishing@games-workshop.co.uk

And remember, if it doesn't... ah, wrong one. Here we are... "The best letter gets a t-shirt."

THE CALLER HAS BEGUN HIS REVOLT. ONLY THE FANATICAL REDEEMER AND HIS FORCES STAND BETWEEN HIM AND THE SPIRE OF HIVE PRIMUS
THE REDEEMER
SCRIPT PAT MILLS & DEBBIE GALLAGHER
ART WAYNE REYNOLDS
LETTERS GORDON ROBSON
OBVIOUSLY GUILDERS GULCH DEFENDED ITSELF WELL
THERE ARE ONLY A FEW RATSKINS LEFT. THIS WILL BE EASY"

PRAISE BE! WE LOVE IT WHEN THE ODDS ARE STACKED IN OUR FAVOUR!
NOW WE GATHER! NOW WE ARE READY! NECROMUNDA SHALL TREMBLE AS THE DOWNTRODDEN OF THE HIVE ASCEND TO CLAIM THE SPIRE!
I CALL ON THE RATSKIN TRIBES, BROTHERS IN BLOOD! COME FORTH TO DO BATTLE!

COME FORTH, SCALY WARRIORS, COME FORTH SONS OF DEATH! LEND YOUR HATE, YOUR STRENGTH, YOUR NOXIOUS GASSES TO THE STRUGGLE!
TO ME, I CALL, LIKE TO LIKE / WITH BLOOD OF YOUR OWN /
I CALL YOU / COME, GOD OF THE RATS!

BEHOLD, BLOODMARE! THE EYE OF POWER!
COME FORTH, COME FORTH, AND UNITE WITH IT / UNITE WITH US!

EMPEROR'S BONES!
AH! THIS WILL BE A BATTLE TO SAVOUR! TRULY WE ARE BLESSED! SUCH AN OPPORTUNITY TO SCOURGE AND PURGE!
AH, YES... ABOUT THAT, REDEEMER... WE'VE BEEN WONDERING... THAT IS... THE OTHERS HAVE BEEN WONDERING...
JUST GET ON WITH IT, MALAKEV!

WONDERING WHAT, MALAKEV ? YOU INTEREST ME STRANGELY.
WELL...ER...UM...MUCH AS WE'D ALL LOVE TO DIE GLORIOUSLY IN BATTLE, WE WERE WONDERING...UM...
MAYBE WE COULD REASON WITH THE CALLER.
COME TO SOME SORT OF AGREEMENT WITH HIM THAT IF HE...ER...LEAVES THE SPIRE ALONE ER...UM...
OH, THAT IT SHOULD COME TO THIS. THAT MY FLOCK SHOULD LOSE THEIR FAITH...
I HAVE NOTED YOUR LACK OF ZEAL AND TAKEN THE APPROPRIATE STEP GEE--I HAVE THE "SACRED LIBATION AND UNGUENT WHICH GIVES HEART TO THE TERRIFIED"...
THIS WILL GIVE YOU THE FRENZY OF BATTLE, THE FIRE I HAVE TRIED TO INSTIL IN YOU.
THOUGH IT IS BUT A PALE SHADOW OF MY OWN RIGHTEOUS WRATH.
ANYTHING TO BE LIKE YOU, MY LORD!
JUST WHAT WE NEED! THE GRAPES OF WRATH!
SACRED...LIBATION...AND UNGUENT...THAT...HOLD ON! ISN'T THAT THE DEADLY DRUG SLAUGHT?
YES. HOW ASTUTE OF YOU, MALAKEV.
BUT AREN'T THERE MEANT TO BE LONG TERM SIDE EFFECTS FROM TAKING THE DRUG?
WELL...YES BUT YOU DON'T HAVE A LONG TERM MALAKEV.

KILL!
KILL!
KILL!
KILL!
KILL!
BLAM!
KILL!
DESPERATE FOOLS! THEY MUST KNOW THEY'RE DOOMED!
AND THEIR CRAVEN LEADER HAS SENT THEM TO THEIR DEATHS!

By the Emperor! it's Wayne Reynolds ...again!

In WHM #18 we promised you an insight into Wayne's epic Pulpitek conversion. After days of tortuous labour, we managed to extract the following confession...

WHM: What made you decide to make the Pulpitek?
It all came about when I was first designing the Pulpitek. In the early stages I tried many different looks. Eventually I came up with a design that incorporated all the aspects that the writers and editors had visualised for the vehicle. It had occurred to me that someone might actually want to scratch-build the Pulpitek at some point, so I used elements that would lend it to be easily constructed as a model. With this in mind, I soon got into the idea of making the Pulpitek myself.

WHM: Has making the conversion helped you with The Redeemer?
No, not really. *[Chuckle]* Originally I thought it would be great to use the model as a visual aid to help draw the Pulpitek at various angles. But unfortunately by the time I had finished the model the Pulpitek had been destroyed in the strip.

WHM: How long did it take you to make it?
A long time. I'm not sure how long exactly. I would spend an hour here and there when I got some spare time from drawing the Redeemer.

WHM: So, did you plan what you were going to do or did you just make it up as you went?
Yeah, I had drawn some rough schematics of the model and I had a good idea of what sort of materials I would need. Though at certain points during the construction I had to improvise a little bit. I managed to get some tips and advice from people at the Black Library. Mail order were particularly helpful in supplying many of the components.

WHM: Can we see the schematics then?
Umm... yeah... *[sounds of rustling paper]* er, when I can find them, sure.

WHM: What components did you use to build the model?
Different bits, really. Black mounting card for the chassis and body. 'Rhino' tracks for the rear wheels. With the windows I used body panel mesh just to give it that armoured affect and for the front wheels I used the wheels from an Ork buggy kit. I then just added loads of different bits and pieces from my bits box.

WHM: Was there anything difficult to model?
Oh yes! When I drew it, I didn't think about how difficult it would be to build. Working out how all the diagonal sections fitted together was a nightmare, especially the front section. That bit took quite a few attempts of trial and error before I actually got it right.

WHM: Sounds tricky. What was the most enjoyable part of making the Pulpitek?
[BIG sigh!] Finishing it! I really enjoyed making it but at times it was very frustrating. All those elements which I had thought would lend themselves to making the construction of the Pulpitek easier, didn't help at all. There were a few things that I had drawn which weren't all practical when trying to make them. I had to improvise to a certain degree and add things that weren't in the original design to get the effect I was looking for. When it was finished there was a great feeling of achievement, though.

WHM: For our reader's who haven't had the chance to see the actual model (in colour), what colours did you paint it?
What colours? Traditional Redemptionist colours of course! Lots of red, with yellow flames.

WHM: So where did the idea for the Pulpitek come from in the first place?
The Pulpitek came from Pat & Debbie's warped imaginations. They liked the idea that the Redeemer could go around in some kind of mobile pulpit which would also serve as an armoured tank just in case anyone might disagree with his sermons. When I first drew the concept drawings, I had actually drawn a pulpit sitting on a mobile organ! But eventually it became more powerful and sleeker.

WHM: So after drawing and now making the Pulpitek do you think it would work in real life?
[Pause.] Yeah... Yeah! I'd like to think it would. *[Fades off.]* That would be so cool! The original concept of the Pulpitek was based on a vehicle used in WWII. I'd certainly trade in my Fiesta for one anyway!

WHM: Um ok... What about in gaming terms? Have you made any rules for it?
The boys at Games Workshop Leeds are running a competition for the customers to create gaming rules for a demo game in August. I think that's a great idea. I'm looking forward to seeing what they come up with and how it will work in the game.

WHM: So, are we likely to see these rules in [big plug] the Journal?
Yeah, yeah, why not? Sometime in the near future maybe.

WHM: It's obvious that this project was immense. Would you attempt something this big again?
[Silence.] Um, I don't know. Not in the near future. I've got plans to build a diorama next, probably with some undead in it.

WHM: So is there anything you would like to model or see modelled?
Yeah, loads of stuff! I'd like to see some of the vehicles used in Epic 40,000 made for the Warhammer 40,000 scale. Mainly Eldar but also some of the Ork and Tyranid models. I'd also really like to see a range of Skaven made for Warhammer 40,000!

WHM: What about having a Redeemer model being made?
Yea, sounds like a good idea but I think I'd prefer to have Malakev. Malakev is my favourite character. He's just great to draw and I'd love to see him as a model! I'm really looking forward to seeing that. I feel very honoured that a model is being made of something I've drawn. I'd be over the moon if they made one of Malakev too.

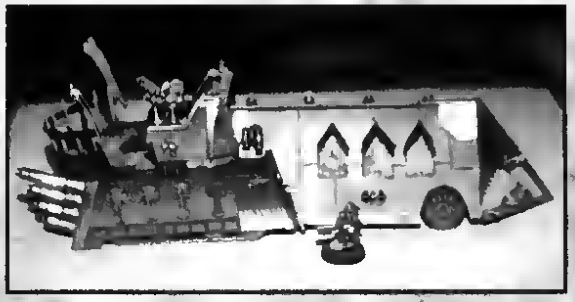
WHM: Your Pulpitek has been on show in the Games Workshop store in Leeds. Has there been any feedback? What do people think?
Apparently they like it. There's even been some enquiries as to if it's a new model for sale!

WHM: And finally, is there any advice you would give to all those keen modellers out there?
Yeah, if you're designing scratch built vehicles avoid diagonals and right angles. Er... and... Oh yeah, always wash your hands after drinking bleach because it might make you poorly!

WHM: Thanks very much!

Interview by Marc Bevan

'Malakev is my favourite character. He's just great to draw and I'd love to see him as a model!'



CHAPTER TEN
RATSKINS!
SCALIES!
ZOMBIES!
NONE CAN WITHSTAND
MALAKEY OF NECROMLINDA!

YES, IT'S GOING TO BE A LONG DAY...
SCOURGE AND PURGE!
YOU TRAITOR- NNNGH!
HO HO HO!
WE FEAR NOT DEATH! REMEMBER THE WORDS OF OUR BELOVED REDEEMER--
IF IT DOESN'T HURT, IT DOESN'T COUNT!
THAT REALLY HURT...SO...IT MUST...COUNT!
URK-GHH!
SHLUUK!

A MINOR SETBACK FROM THESE FRENZIED RABBLE / BUT NOW I SUMMON POWER IMMEASURABLE / WHEN I UNITE RAT GOD AND SPIDER-QUEEN
THEIR COMBINED FORCES WILL BRING US VICTORY!
THIS IS YOUR PLACE THIS IS YOUR TRACE I HOLD YOUR EYE OUR FOES WILL
...DIE!
ARRRGH!
SO WHERE ARE YOU GREAT REDEEMER

EXCELLENT DIVERSION I'VE FOUND A USE FOR THEM AT LAST
AND NOW FOR THE BLOODMARE!
YES, YOU TOO HAVE A PART TO PLAY!
DESTROY HIM!
BUDDA!
BUDDA!
BUDDA!
BUDDA!
BUDDA!
BUDDA!

SPANG!
FEEL THE FURY OF THE REDEMPTION!
PHAM!
PHAM!
PHAM!
PHAM!
AIEEE!
ARGHH!
The Bloodmare protected itself with a psychic energy field generated from her seven eyes.
But our beloved Redeemer had anticipated this...
PHOTON GRENADE!

FWOOSH!
ITS EYE-SOCKET
I CAN STAB INTO ITS BRAIN
SKREEE!

KWOOM!
THE ENERGY FIELD. TOO STRONG...
EXCELLENT! IT IS WRITTEN THAT THE MAN WITH HEAD OF FIRE MUST DIE IF OUR REBELLION IS TO SUCCEED!
I ALWAYS KNEW IT WOULD COME TO THIS, REDEEMER. THIS WAS ALWAYS MY VISION
YOU'VE BEEN MY PAWN ALL ALONG!

CHAPTER ELEVEN
Even in my slaught-induced dementia I could see my beloved Redeemer had finally met his match!
Oh me of little faith! As ever, The Redeemer was resourceful in the face of death.
(Later I castigated myself for my doubts.)
EAT FIRE, ABOMINATION!
SLICEEEEE!

I was full of admiration as he climbed on the Bloodmare
Retrieved his Eviscerator
And, ignoring its wound, drove the maddened creature forward
Towards The Caller, riding The Rat-god
Battle was joined!

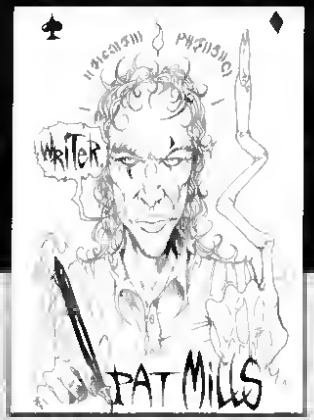
SCOURGE AND PURGE!
YOU CANNOT FIGHT FATE, REDEEMER!
I AM THE CHOSEN ONE! I WILL SET MY PEOPLE FREE! LEADING THEM ON A BLOOD EXODUS TO THE HEIGHTS OF THE SPIRE!
BLASPHEMER! THANK THE EMPEROR I AM HERE TO CLEANSE YOU!

BEHOLD, BLOODMARE. THE EYE OF POWER! CAST OFF THE MAN OF FIRE! RETURN TO ME!
SHE CANNOT HEAR YOU. SHE'S MAD WITH PAIN!
AND I CAN USE THAT
THUMP!
This it was that the Rat-god died at the mandibles of the Bloodmare, proving that Rat and Spider could never be united
And that the ... of the Redemption is the only true way

AND NOW TO CRUSH YOUR DREAMS OF CONQUEST, CALLER!
Again and again, The Redeemer stabbed into the Bloodmare's brain
HER ENERGY FIELD IS BUILDING, BUT I CAN YET DESTROY HER
SKREEEE!
The remnants of The Caller's army looked on in horror as their goddess expired
IT CANNOT BE!
THE CALLER PROMISED US VICTORY! HE LIED, HE LIED!
Then her power erupted, devastating The Caller's forces
BUT HERE, AT THE EYE OF THE STORM, I AM SAFE FROM HER DEATH FURY.
THWOMP!

DO YOU HAVE ANY FINAL WORDS OF REPENTANCE, DEVIANT, BEFORE YOU FEEL THE RIGHTEOUS WRATH OF THE EMPEROR?
REPENT? FOR TRYING TO BRING MY PEOPLE FREEDOM FROM TYRANNY? I WOULD DIE A THOUSAND TIMES TO SAVE THEM
I, KLOVIS, OF FAST DIMINISHING PATIENCE, DON'T NEED YOU!
BOFF!
ONCE WILL BE SUFFICIENT!
WAIT! WAIT, REDEEMER!
I, MALAKEV OF NECROMUNDA, WILL SAVE YOU!

LOSING BLOOD CAN'T HOLD HIM BACK MUCH LONGER
I HAVE A TRUER PROPHECY FOR YOU, HERETIC
WHEN THE MAN WITH HEAD OF FIRE FALLS, HE IS JUST MADE MORE DANGER OUS THAN EVER!
IT WAS PROPHECIED THAT WHEN THE MAN WITH HEAD OF FIRE FALLS, THE UNDER HIVE SHALL BE FREE! THAT PROPHECY CAN STILL COME TRUE!
THUNK!
NOW I BESTOW THE SACRAMENT OF DEATH UPON YOU! BLESSED BE THE EMPEROR! HIS WILL BE DONE



Pat Mills, by John Hickleton

Redemption!

Pat Mills, writer and co-creator of 'The Redeemer', confesses all...

'... anybody who wears a crown of fire on his head has to be barking... It's enarmous fun writing about seriously disturbed fanatics!'

Subject: Pat Mills
Age: Mentally about 15
Status: Happily single
Dependents: Two that I know of
Address: Necromunda, Mars, Termight, Tir Nan Og – wherever the current story I'm writing is set.
Occupation: Comic writer. See Slaine, Nemesis the Warlock, Marshal Law, ABC Warriors, Flnn, Batman – and now The Redeemer!

When you were growing up, did you idolise any comic writers?
No – I knew absolutely zilch about comics. But I was crazy about pulp fiction novels and cartoonists so I guess that's the connection. I'm not sure it's an easy thing to teach, comic script-writing. I'd say that kids do need some formal training in how to write, to give structure to the creations from their own imagination – but not enough to destroy it. I've always felt that if someone knows how to write full stop, and maybe has had some formal training as well, then they can adapt their skills to write comics, novels, whatever. Of course, I've yet to come across any new comic writer who has followed this route, so it may be sensible to take it with a pinch of salt.

What was your first strip?
The first memorable one, of which I'm proud, is Charley's War, a long-running anti-war serial about the horrors of World War One. I've always been fascinated by the way you guys at Games Workshop have used those amazing tanks and similar hardware from World War I in your Warhammer 40,000 games. It proves a belief that I've long held dear, that World War I was a science fiction war – poison gas, tanks, total insanity – and that the past is often more bizarre than any future world we might create.

As we all know, you co-wrote The Redeemer with Debbie Gallagher, who we interviewed for WHM #20. Do you always work with collaborators?
Some of the time. I think I've worked with about four to date. The advantage of a co-writer is that you can explore areas that would take too long to research individually. For example, Debbie and her friends have a knowledge of Necromunda that I couldn't pick up in days of researching. You have to 'breathe it'. So that has been really useful

How do you and Debbie collaborate on The Redeemer?
We just sit down and write. In between laughing hysterically at some new excess of Malakev or the Redeemer we dream up, that is!

Who are your favourite creations, and why?
The hero of Charley's War, because the strip, if only momentarily, broke the mould of power-orientated comics. I'm also very fond of Duffy, the heroine of Sha, a three volume science fiction series, set in a Blade Runner-esque future world. I wrote that for France last year, and – disguised as a fantasy strip – she reflected some very powerful experiences.

Slaine and Marshal Law, for reasons readers of those stories will know only too well.

The Redeemer, because anybody who wears a crown of fire on his head has to be barking and it's enormous fun writing about seriously disturbed fanatics!

And what strips by other people do you rate?
I'm a big fan of Conquering Armies, a French fantasy series. The artwork style inspired Slaine. I think it's out of this world. Also, Chronicles of the Black Moon, a leading French sword and sorcery series that would go down a storm with Games Workshop readers. (I suspect it's probably been made into a game – there must be at least ten volumes of it.) It was originally drawn by Olivier Ledroit, a top French fantasy artist who drew Sha. I'm currently working on a new vampire heroic fantasy series with him set in a very nasty alternative Earth.

You'll notice the French bias. This is no coincidence. I love France; I seriously thought about living there at one time, I still would – if I could persuade my girlfriend – and really rate the French comic approach for its high production values, creative freedom and interest in the background world as well as the foreground hero. I think it's fair to say only Warhammer Monthly and 2000AD have a similar interest in worlds as well as characters.

So who's the best writer in comics today?
'Today' is difficult 'cause I'm not that up on what everyone is doing right now. Within the last decade? For me, it would be Frank Miller. Although if I could read French better, I'd probably mention some horribly obscure French comic writer.

Any character you wish you'd invented?
Yes. When I created 2000AD, many moons ago, I heard via Kevin (Marshal Law) O'Neill that Ken Reid – creator of great traditional British comic characters like Faceache, Frankie Stein, Georgie's Germs, Roger the Dodger and Jonah – had created a comic strip for my bosses about the hideously disgusting survivor of a nuclear war. This guy looked so foul and hated himself so much, that every week he would try to kill himself, but every week the foul mutation on his back would prevent him. Thus if he tried to leap off a cliff, the mutation would transform into helicopter blades and save him. (The Redeemer would have definitely cleansed him!)

I certainly wish I'd invented that and am totally jealous I didn't think of it. I asked my bosses if they had any copies of the strip. They found it utterly repulsive, rejected it, and claimed they had lost it, I think because they were scared I would have run it in 2000AD. They were right to be scared – I would definitely have run it.

Shame on them that this strip has been 'lost' forever and that they suppressed one of the greatest comic talents of all time. Ken is sadly long deceased, but his incredible black sense of humour inspires many of us to this day. It has a great deal in common with Monty Python and predates it by at least a decade. Ken's sense of humour had a proud working class flavour; it was as witty as Black Adder, and proved you don't have to be an ex-member of the Cambridge Footlights Club to be satirical or funny.

As you can see, I feel very passionately about Ken, so I'd better shut up and move on!

Any comic characters you really hate?
Well... Some readers may be aware of my character Marshal Law, superhero hunter, who loathes certain superheroes – okay, all of them! – and relishes punishing them. I think that gives you a clue!

Don't be confused by my current Batman: Book of Shadows, a graphic novel I've written with Debbie which is just out. Anyone who reads it will see that it's still consistent with my position on the Law. For example, in that story, Batman hunts down some criminal scum who I hate more than any comic book characaters.

Who's your favourite artist today? And why?
Oh, no! I have so many! All the artists I work with right now I rate very highly – it would be so hard to say which one I rate the highest. Ultimately, I'm going to cop out here

and talk about the past as well, and say my all-time favourite artist is Joe Colquhoun on Charley's War (he was also the creator of Roy of the Rovers) because... He was so professional – never altered a script! And never complained at my huge demands on him. He put such incredible detail into the art – you truly believed you were there. He captured pathos and emotion in a way few comic artists are able to. His images of World War I have moved people to tears. And most of all... because, like Ken Reid, he is an unsung hero of his generation of comic artists.

Did you ever wish you were an artist as well?
No, it's never entered my head. I think in words and pictures, and the skill and fun, for me, is second-guessing how the artist is going to draw it. It's like when I write a film screenplay – I have no desire to act, direct or produce as well. And my experience of the movie industry suggests that's extremely healthy. When I started, I was notorious for giving artists enormous piles of visual references, clippings, etc. These days I've mellowed, probably because I've run out of copies of National Geographic to cut up.

What movies inspire you?
I'm a sucker for the classics, like *The Third Man*, *Casablanca* and *Citizen Kane*. And anything with passion – like the recent *Underground*, a film by Emir Kusturica. In wildly satirical (and I mean wild!) and over-the-top fantasy style it records the tragic death of Yugoslavia with heartfelt emotion and a power that simply took my breath away. I know when I've watched it a couple more times I will be inspired by it to write something as yet not even a gleam in my eye.

I wish I could say *Star Wars* or *Star Trek* were favourites, but nope! To my personal regret (and my bank manager's) they've never hit the spot for me. I think if they had and I'd been inspired by them, I'd be relaxing by my swimming pool now. My bad luck, I guess.

What do you tell people who'd like to be a comics writer? Any choice nuggets of advice?
Understand the essentials of writing, not just comics alone. And please, don't rehash something someone else has already written.

'I would ask them again... WHY do you want to write? Ta find the answer you may have ta ga away in a corner somewhere far a lang, lang time ta think about this... '

Particularly anything of mine – I'm paranoid enough already. Oh, and there are enough hacks in this business without any new ones joining us.

One more thing, which any wannabe will undoubtedly ignore, but what the heck... Ask yourself – WHY do you want to write? A standard answer is – 'I need the bucks; my English teacher/mum/girlfriend/mates say I'm the next Tarantino'... or 'I'm really into Games Workshop or 2000AD and fantasise about these characters and I think I can do better than the current writers who are total crap.' If you ask me, that's not good enough.

I would ask them again... WHY do you want to write? To find the answer you may have to go away in a corner somewhere for a long, long time to think about this... And, if you're very, very lucky, you'll find out the answer. You may not like the answer, but it will direct you with absolute certainty to wherever you are meant to go.

And what do you say when people ask 'Where do you get your ideas from?'?
I usually tell them that I have no shame. That answer often alarms people more than any sarcastic rejoinder.

The Redeemer is really cool; how did he come to be created?
I think my previous answer above applies! However, a safer – and equally true – answer would be that we were also inspired by Crusader sagas, from which we developed one of our favourite lines about the Redeemer: 'Prince, slow to punish, prompt to reward, he suffered when he was obliged to be hard.'

One of the great things about your style is the sheer amount of great ideas you use and then leave behind (for example, the amazing wasteland mutants in the Redeemer pilot). Is this always your style?
It seems to be. There are so many ideas, so many villains, so many stories to be told, it's nice to go through them quickly, so I can move on to my next fantasy. I think it's also a British tradition.

What do you think of Wayne's artwork? Did you imagine the characters would look like they did?
Yes. Because we had basic reference criteria, including Wayne's own designs. What I find particularly inspiring is his stylish use of black and white, which invites comparison with some of the all-time great black and white artists like Mike Mignola (Hell Boy).

Who'd play Klovis in the movie?
Tricky... Robin Cook, Foreign Secretary (but Klovis is better looking). Rowan Atkinson (but Klovis is more cruel and serious). It needs to be someone more psycopathic. Maybe a young Jack Nicholson (but Klovis is more fanatical). I'm sure there's someone from a Tarantino film that would suit, but I can't think off-hand.

How about Malokev?
William Hague, Leader of the Opposition. He may require some facial restructuring, possibly with an orthodontic hammer, but the basics are there.

Any cool merchandise you'd like us ta do for The Redeemer characters?
Has to be a tee-shirt 'Scourge and Purge' or 'If it doesn't hurt...'

But I'm the wrong person to ask. A merchandising company once wanted to do some Marshal Law boxer shorts (don't ask what the visual image was). We agreed enthusiastically and submitted designs and captions, but Marvel Comics vetoed it for some peculiar reason...

What's coming up from you next?
Zombie World for Dark Horse – drawn by John Hicklenton, who I think is one of the greatest fantasy artists around. *[Seek out his strips in WHM #9 and Inferno! #8. – Ed.]* More stories for 2000AD, France, more films and, hopefully, Redeemer Book III

I know when Debbie and I sit down and discuss Redeemer II we will see all sorts of possibilities we missed first time around. And we're so fond of him and Malakev, I just know something mind-bending will emerge. Because on a first book, you're setting the scene, style and character. On a second series, you have to delve deeper. And on the Redeemer, that is surely going to be an extraordinary experience...

Interview by Marc Gascoigne

Pat Mills, by Wayne 'Redeemer' Reynolds

CHAPTER TWELVE
THE BLOODMARE STONE IS YOURS, LORD!
WHAT WOULD I WANT WITH THIS OBSCENE DEVIANT BAUBLE?
BUT MY LORD, IT'S SUCH A POWERFUL OBSCENE DEVIANT BAUBLE! YOU COULD PRESENT IT TO THE EMPEROR AND WIN US GREAT REWARD
WHAT REWARD DO I NEED OTHER THAN TO SERVE HIM AND CLEANSE NECROMUNDA OF HERETICS
The surviving zealots approached - the slaught seemed to have protected us from the psychic shock of the Bloodmare's death
YOU HAVE TRIUMPHED, MY LORD! PRAISE BE!
AYE BUT THERE IS STILL MUCH PURGING TO BE
UR-GH!
MY LORD, YOU ARE WOUNDED!
YOU'RE A GENIUS MALAKEV

DON'T DIE, REDEEMER NECROMUNDA NEEDS YOU!
As the Redeemer slept
He heard the Bloodmare's voice.
WHILE THE JEWEL EXISTS I AM NOT DEAD. WHILE THE STONE THINKS AND DREAMS, I STILL AM.
I HAVE GIVEN YOU THE POWER. YOU CANNOT KILL ME NOW. THIS IS NOT OUR END, BUT OUR BEGINNING

BRUDE ?!
MY ZEALOTS ?!
MALAKEV ?!
MALAKEV NO LONGER ! WE ARE SERVANTS OF THE BLOODMARE NOW AND FOREVER
SERVANTS ? SLAVES, YOU MEAN - SLAVES TO THAT HORROR !
THEY MUST HAVE BEEN AFFECTED BY THE SHOCK WAVE FROM HER DEATH
AND I TOO FOR THIS IS SURELY AN ILLUSION, A DELIRIUM OF THE MIND

WHICH I DENY!
He started to purify us with righteous zeal, furious at the thought that this new taint could spread through his beloved followers like a plague.
Once more I recall it was truly said of him...
'Prince, slow to punish, prompt to reward...
'He suffered when he was obliged to be hard.'
DIE, YOU SONS OF WITCHES!
AND NOW... MALAKEV

NOW I WILL BE THE CALLER! COME, KLOVIS FIGHT ME IF YOU DARE I HAVE WAITED SO LONG FOR THIS MOMENT!
FOR YOUR HUMILIATION FOR YOU TO TREMBLE AT MY FEET!
Hmm. INTERESTING, MALAKEV BUT YOU'RE OVERLOOKING ONE SMALL BUT PERTINENT FACT WHICH WE WILL NO DOUBT DISCUSS ON LONG EVENINGS TOGETHER IN MY TORTURE CHAMBER.
NAMELY THAT THE SPIDER IS DEAD.
ALL ELSE ARE BUT HER FADING DREAMS.
POW!
SHE CALLED TO ME. SHE SAID WE WOULD HAVE EVERYTHING... ONLY YOU COULD RESIST HER, MY LORD ...SO PURE IN THOUGHT I WAS NOT PURE...
YOU MOST CERTAINLY WEREN'T.

I looked forward to being punished by death, but the Redeemer warned me that this would be too easy an escape after such heinous sins.
And so it was that my Redeemer showed me, at the last, the ultimate mercy.
Far from leaving me to die in a state of blasphemy, he used an emergency medical pack to save me.
He carried me back up into the hive proper, back to the halls of the blessed Redemption, where I underwent extensive surgery.
My new organism, while lacking the attractive qualities of the human original, also lacks its flaws.
All biological needs are removed. And, of course, all urging toward sin is erased.
Since that time, my task has been to record the blessed struggles of Klovis the Redeemer and his great work ridding humanity of weaknesses and deviation, of filth and abomination, to seek true purity.

We cannot be stopped. One day we will find you and purge your soul, that you may be perfect in the eyes of the Emperor. Fear not. We will find you and you will be cleansed.
This is the way of the Redemption.
THE END